Treasure table (d6) No treasure found

less

- 1 d6 gold pieces 2 2d6 gold pieces
- A scroll with a random spell
- One gem worth 2d6 x 5 gold pieces
- One item of jewelry worth 3d6 x 10 gold pieces

6 or One random magic item from the Magic Treasure table below more

Magic Treasure table (d6)

Wand of Sleep: allows user to cast Sleep spell 3 times before its energy is depleted. Only wizards and elves may use it. Add the user's level to determine the spell roll, as you would do for a Sleep spell cast by that character.

Ring of Teleportation: allows user to automatically pass a Defense roll by moving that character out of the room. That character may not take part in the current combat, but rejoins the party as soon as the combat is over. After one use, the ring loses its powers and becomes a simple golden ring worth 1d6+1 gold pieces.

- Fools Gold. These magical (but fake) gold pieces will let the user automatically bribe the next monster that asks for a bribe. No matter what the monster asks, the gold will appear enough to satisfy his greed. This is a one-use magic item
- Magic Weapon. Gives +1 to its user's Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1 crushing light hand weapon, 2 slashing light hand weapon, 3 crushing hand weapon, 4-5 slashing hand weapon, 6 bow.
- Potion of Healing: Can be swallowed at any moment, healing all lost life to a single character. This does not require an action. This is a one-use magic item, usable by all classes except barbarians.
- Fireball Staff: This staff allows its user to cast Fireball spell twice. then its powers are depleted. Only wizards may use it. Add the user's level to determine the spell roll, as you would do for a Fireball spell cast by that character.

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Four Against Darkness

Vermin table (d6)

- 3d6 rats Level 1, no treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to an infected wound. Reactions (d6): 1-3 flee, 4-6 fight
- 3d6 vampire bats, level 1, no treasure. Spells are cast at -1 due to their distracting shrieking.
- Reactions (d6): 1-3 flee, 4-6 fight
- 2d6 goblin swarmlings, level 3, treasure -1, morale -1
- Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (5 gp x goblin), 5-6 fight.
- **D6 giant centipedes**, level 3, no treasure. Any character wounded by a giant centipede must save versus level 2 poison or lose 1
- Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
- D6 vampire frogs, level 4, treasure -1.
- Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
- 2d6 skeletal rats, level 3 undead, no treasure, Crushing weapon attacks are at +1 against skeletal rats, but they cannot be attacked by bows and slings.

Reactions (d6): 1-2 flee, 3-6 fight

Vermin are a sub-class of minions. Defeating them gives no XP roll



Four Against Darkness

Minions table (d6)

D6+2 skeletons or d6 zombies (50% chance of each). Level 3 undead. No treasure. Crushing weapons attack Skeletons at +1. Arrows are at -1 1 against both skeletons and zombies. Skeletons and zombies never test morale

Reactions: always fight to the death.

d6+3 goblins. Level 3, treasure -1. Goblins have a 1 in 6 chance of gaining surprise, thus acting before the party. If they do act before the 2 party, roll d6 on their reactions table below.

Reactions (d6): 1 flee if outnumbered, 2-3 bribe (5 gp per goblin), 4-6 fight.

d6 hobgoblins. Level 4, Treasure +1.

- 3 Reactions (d6): 1 flee if outnumbered, 2-3 bribe (10 gp per hobgoblin), 4-5 fight, 6 fight to the death.
- D6+1 orcs. Level 4. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1. They never have magic
- 4 items in their treasure: treat any rolled magic as d6 x d6 gold pieces

Reactions (d6): 1-2 bribe (10 gp per orc), 3-5 fight, 6 fight to the death.

d3 trolls. Level 5. Treasure: normal. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll a die for every killed troll on its 5 next turn. On a 5 or 6, the troll will come back to life and continue to

Reactions (d6): 1-2 fight, 3-6 fight to the death. If a dwarf is present in the party, trolls will automatically fight to the death.

2d6 Fungi Folk. Level 3, Treasure: normal. Any character taking damage from the fungi folk must save versus level 3 poison or lose 1 6 life. Halflings add their level on this save.

Reactions (d6): 1-2 ask for bribe (d6 gp per fungus), 3-6 fight.

Keep a tally of how many minion encounters you have. Surviving 10 encounters with minions gives you one XP roll at -1.

Four Against Darkness

Boss table (d6)

Mummy. Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be 1 fought by the party. Mummies are attacked at +2 by the Fireball spell.

Mummies never test morale. Reactions: always fight.

Orc Brute. Level 5, 5 life points, 2 attacks, treasure +1 but may not have any magic items, treat as 2d6 x d6 gold pieces instead.

Reactions (d6): 1 bribe (50 gp), 2-5 fight, 6 fight to the death.

Ogre. Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage.

Reactions (d6): 1 bribe (30 gp), 2-3 fight, 4-6 fight to the death.

Medusa. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be

4 turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save. Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3–5 fight, 6 fight to the death.

Chaos Lord. Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1-3 no powers, 4 evil eve (characters must roll 4+ or be at -1 or all defense rolls until the chaos lord is slain), 5 energy drain (any

5 character taking a wound from the chaos lord must roll 4+ or lose 1 level), 6 hellfire blast (before combat, all character must roll 6+ or lose 2 life points; Clerics add 1/2 level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a Clue (see p. 55) Reactions (d6): 1 flee if outnumbered, 2 fight, 3-6 fight to the death.

Small Dragon. Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6, on a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds 1/2 level, rounded down). If the dragon does 6 not breathe, he bites 2 random characters. Small dragons are never met

Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2-3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4-5 fight, 6 quest.

Defeating a boss gives one XP roll.

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him again, treat this result as a trap. You can meet a wandering alchemist only once per game. If you meet

work on undead monsters, demons, blobs, automatons, or living will have a +1 on Attack against the first enemy you fight. Poison will not 6 single arrow or slashing weapon (not a crushing weapon). That weapon during the game as a free action. The blade poison lets you envenom a points to a single character, and can be swallowed at any moment blade poison (30 gold pieces). The potion of healing will heal all lost life uealing per party member (50 gold pieces each) or a single dose of You meet a wandering alchemist. He will sell you up to one potion of

ggain, reroll this result. afford. You can meet the healer only once per game. If you meet him gold pieces per life healed. You may heal as many life points as you can You meet a wandering healer. He will heal your party at the cost of 10

- 4 Irap! Koll on the traps table.
- further appearances of the Lady in White in the game. 3 accept, roll on the Quest table. If you refuse, she disappears. Ignore any A lady in white appears and asks the party to complete a quest. If you
- a wandering monster has no chance of being the final boss. roll on the boss table. Reroll any small dragons. A boss monster met as table, 4 roll on the minions table, 5 roll on the weird monsters table, 6 Wandering monsters attack the party. Roll d6: 1-3 roll on the vermin
- 4 fear or lose 1 life. A cleric adds his level to this roll. A ghost passes through the party. All characters must save versus level Special Events table (d6)

Four Against Darkness

reward is selected. reward when it is rolled. If it is rolled again, reroll until a different Each epic reward can happen only once per campaign. Mark the

unused, the holy symbol can be sold for 700 gold pieces. church, an attempt to resurrect that cleric will be paid by the church. If church. If the symbol and the body of the slain cleric are delivered to the dies. when the cienc dies, the holy symbol can be bought to the ciencs used only by a cleric. The cleric will make all healing rolls at +2 until he Holy symbol of healing. The party is given a holy symbol that may be

slaying may be sold for 3d6 x 15 gold pieces. monster target. Once used, the arrow breaks. If unused, an arrow of a character with a bow. It strikes automatically against its designed s which monster is affected by the arrow. The arrow may be used only by inflict 3 wounds upon a monster. Roll on the Boss table to determine Arrow of slaying. The party is given an arrow that will automatically will last throughout a campaign. It can be sold for 200 gold pieces. shields, they will be given one. The shield of warning is permanent, and 4 monsters or if the party is fleeing from a combat. If the party has no counts as protection even if the user is surprised by wandering Shield of Warning. One of the party's shields is now enchanted and

enchantment lasts until the end of the adventure. weapon can also hit monsters who are hit only by magic. The $_{\mbox{\footnotesize 3}}$ now roll two dice for its Attack rolls, choosing the best result. The Enchanted weapon. One of the party's weapons is enchanted and can

chest containing 500 gold pieces. generates at least one clue, they may use that clue to find a hidden that belonged to a dwarf. As soon as the party searches a room and The Gold of Kerrak Dar! The party is given the location of the treasure

be sold for 650 gold pieces at the end of the adventure.

character carrying it is killed by dragon breath. If unused, the book may one character. The book is old and tragile, and it is destroyed if the 1 the party to use as scrolls, or leave the book as it is and assign it to only spells, you may tear up the pages and distribute the six spells among the legendary wizard Skalitos. This counts as one scroll of each of the six The Book of Skalitos. The party is given the spell book that belonged to

Epic Rewards table (46)

Four Against Darkness

When a quest is completed, roll on the Epic Rewards table.

are met, the party can claim their reward. creature who sent the party on this quest. As soon as these conditions 6 must be laid out and all the occupants slain, with the exception of the Slay all the monsters! To complete the quest, all the dungeon rooms

spell and then tying him up with a rope. monsters, performing a quest, or defeating a monster with the Sleep

5 way. This includes reactions such as bribing, getting help from complete at least three encounters in the adventure in a non violent ret beace pe your way: 10 complete the quest, the party must

the quest, the party must bring the object in the room where the quest ne will nave that object in addition to his treasure, it any. To complete object is. Every time the party kills a boss, there is a 1 in 6 chance that Bring me that! Roll on the magic items table to determine what the

to knock out the boss instead of killing him). fight with -1 on all Attack rolls (striking with the flat of the blade or trying 3 rue dinestr. 10 sindine a monster, you must eitner use the sleep spell or him up with a rope, and take him to the creature's room to complete I want him alive! As 1, above, but the party must subdue the boss, tie

available, the amount required to complete the quest is doubled. 2 worth of treasure to this room. If they already have that amount Bring me Gold! To complete the quest, the party must bring d6 x 50

quest. Killing the boss and bringing its head to the creature's room ${\bf 1}$ a boss in a room, instead of rolling it up, you may use the boss from the Roll on the boss table to determine who. The next time the party meets Bring me his head! The creature asks the party to kill a boss monster.

Four Against Darkness

Quest table (d6)

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monster gives one XP roll. Weird monsters are equivalent to bosses. Defeating a weird

it is impossible to fight them. Encountering them gives no XP roll counts as a clue (see p.55) The gremlins have no combat stats because steal ALL of your equipment, they will leave a thank you message that 6 potions, weapons, gems, coins (in bundles of 10 gp each). If the gremlins of your characters in this order of preference: magic items, scrolls, steal d6+3 objects from the party. You must surrender objects from any

Invisible Gremlins. The party stumbles upon a band of gremlins who

Reactions: always fight.

unless they cast a Fireball spell to burn the webs. 5 to the spider's webbing, the party may not withdraw from this fight a wound must save versus level 3 poison or lose an additional life. Due Giant Spider. Level 5, 3 life, 2 attacks, 2 treasure rolls. Characters taking

4 beginning of the battle must save versus a level 4 gaze attack or lose 1 Catoblepas. Level 4, 4 life points, treasure +1. All characters at the

Reactions (d6): 1 bribe (50 gp), 2-6 fight. versus level 4 fire or lose 1 life.

3 instead of performing its multiple attacks. All characters must save the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire Chimera. Level 5, 6 life points, 3 attacks, normal treasure. On every of not fool the creature with fools gold), 4-6 fight.

Reactions (d6): 1 flee, 2-3 bribe (d6 gp to distract the creature; you may 2 loses his armor, shield, main weapon, or 3d6 gp, in this order. armor count). If the monster hits, the character takes no damage but the iron eater do not enjoy bonus from heavy armor (shield and light

Iron Eater. Level 3, 4 life, 3 attacks, no treasure. Defense rolls against Reactions (d6): 1-2 bribe (60 gp), 3-4 fight, 6 fight to the death.

at -1. Minotaurs nate naitings (actually, they love to eat them). power of his bull-rush charge, the first Defense roll against a minotaur is Minotaur. Level 5, 4 life points, 2 attacks, normal treasure. Due to the

Weird Monsters table (d6)

Four Against Darkness